COMPENG 2SH4 Project – Statement of Contribution

Your Group Name

Mirsab + Mohammad

Your Name

Mirsab

Your Team Member's Name

Mohammad

You must complete this statement of contribution without discussing it with your project partner, i.e., individually. Your statement should be concise (at most one-and-a-half page). It has three parts:

1. **Tell us about your own contribution to the development of your COMPENG 2SH4 project. For example, you can tell us about which project iterations (as mentioned in the project manual) and C++ project classes that you worked on and completed. You can provide a concise answer either in paragraph form or through bullet points.**

I was primarily in charge of the following (based off the project manual):

Iteration 1A: Setting up the Player class, and refactoring PPA3 code.

Iteration 2A: Deploying and validating the objPosArrayList functional class.

Iteration 3 | features 2 and 3: Dealing with snake food consumption and growth, as well as the snake death check

Outside of these iterations, I also primarily worked on the main 'Project.cpp' file as well, ensuring the main function and the functions within it were set up properly, this includes things like the drawscreen(), runLogic(), and the remainder of the functions ran within main(). Additionally, majority of debugging (logic, syntax, etc.) was also done by me.

2. **Repeat Part 1 above but this time tell us about your project partner's contribution to the development of your COMPENG 2SH4 project.**

My partner was primarily in charge of the following (based off the project manual):

Iteration 1B: Refactor PPA2/3 code and most of the GameMechs class.

Iteration 2B: Random food generation.

Iteration 3 | Feature 1: Snake body implementation using the Array List.

Outside of these iterations my partner also made minor adjustments to the main function. Such as setting up the classes he oversaw (setting up GameMechs for example in the project.cpp file).

3. **Tell us about your experience in your first collaborated software development through this project – what was working and what wasn't. If you are a one-person team, tell us what you think may work better if you had a second collaborator working with you.**

During my first collaborated software development, the most important thing I learned was communication is much more important than any technical skill my partner could/could not have had. Despite me taking the lead of this project as my partner made it very clear he is not a huge fan of software development, I still very much enjoyed working with him and would not hesitate to do so again. Simply because he was very communicative about his work and his confusions. I initially found myself struggling to understand his implementation and exactly what he changed after any of his pushes to repo, but he later made it very clear to me as to what he worked on/is struggling with. This allowed me to understand things so much faster and help in certain areas of this project. What would have taken me 5-6 hours of reading, testing, and understanding – only took 1 or 2 because my teammate was very open and honest with me. If he wasn't, this project would have been much more difficult.

Some organizational skills on both our ends could have improved as this was our first time working on a collaborated project. Such as some messy comments and rushing some things leaving ugly code and poor updates on a separate file, but I could see as we worked through the project it did improve a little bit but could still use some work.

Overall, throughout this project I understood the importance of the non-technical skills a programmer needs to work with a team. Someone could be the smartest man in the world, but if they can't communicate it to the others, what they say holds no value – and that translated over to this project as communication during this project made it significantly easier to work on.